SAMURAI WARRIORS® 2

戦国無双

Empires

TEEN
T
CONTENT RATED BY ESRB

KOEI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Produced by Ω-Force

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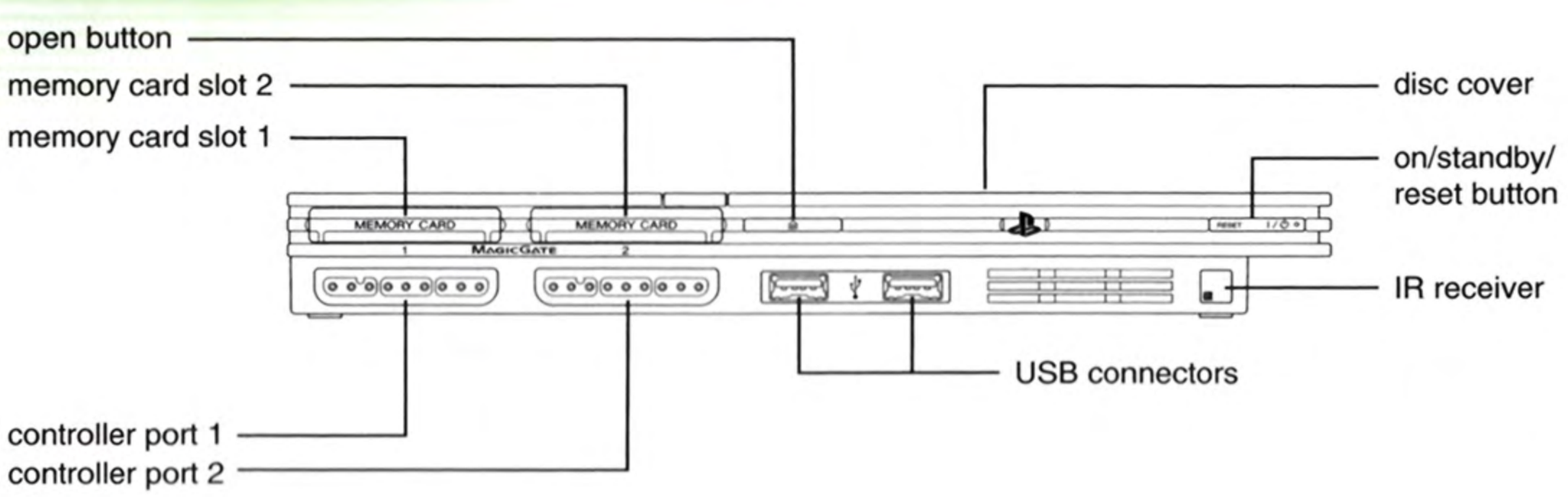
Manual Design: Hideki Sato and Shimadsu Design Office

Screens used in this manual are from the development version.

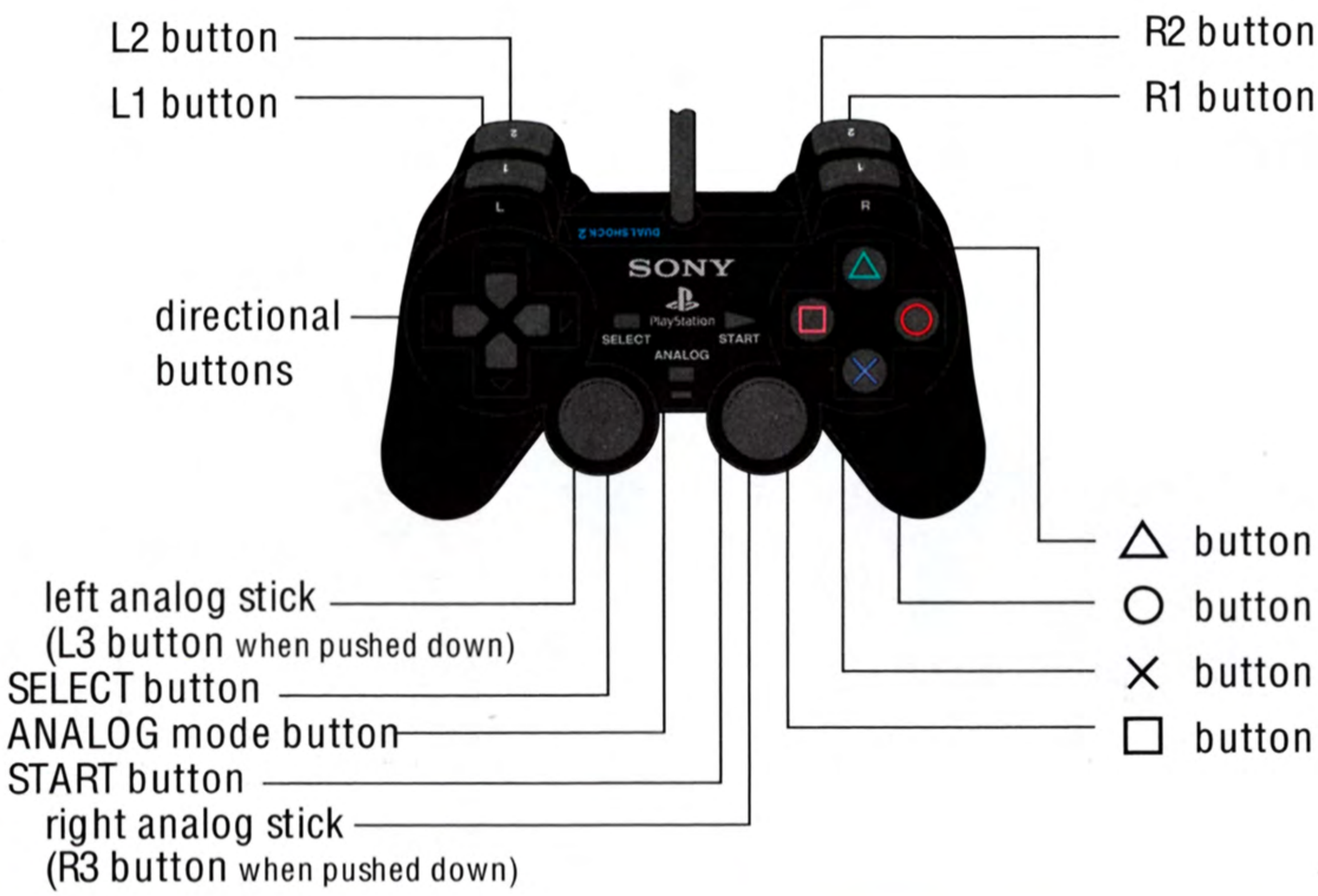
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the ***Samurai Warriors®2 Empires*** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Starting Up

Dualshock®2 Analog Controller Configurations



About Samurai Warriors 2 Empires

STRATEGY

Raise Your Forces and Prepare for Battle

Be a just ruler or a vicious tyrant as you recruit soldiers and personnel for battle.

Ieyasu Tokugawa

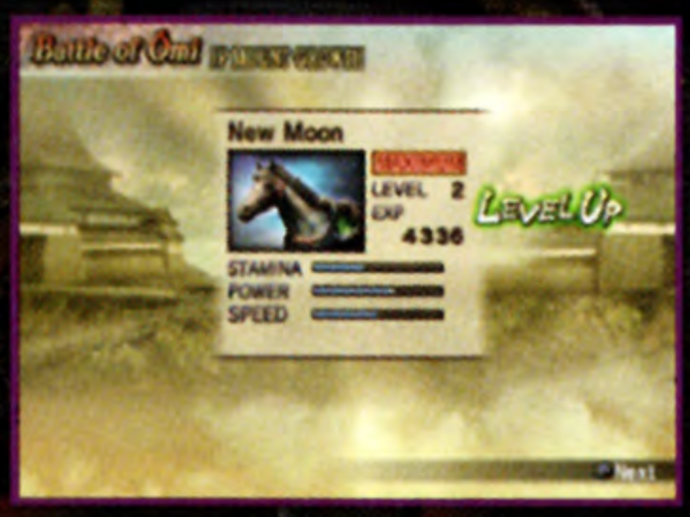
Nobunaga Oda

Forge Alliances with Rival Clans

Cooperating with other clans is a vital timesaver in your quest to unite Japan. Build alliances and subjugate entire nations to meet your goals.

Train Your Officers and Horses

Educate your officers in tea ceremony, debate, and duels. Capture horses and train them, too.



Use the Best and Brightest of the Land to Unite a Nation in Tu

BATTLES

Invade the Fiefs of Other Clans

Choose the site of battle and the officers you want in the lead. Allied clans may even request your presence in their own battles.

WARFARE

Take Your Enemy's Main Camp

Take over enemy bases to expand your territory, then aim for your opponent's main camp. Which path will you take to your goal? It's all up to you.

Direct Your Officers

While controlling one of your deployed officers, you can also give orders to your fellow officers. Work -- and fight -- as a team.

Unleash Devastating Multi-Musou Attacks

Link up to four officers together for a killer blow that can wipe out an entire battalion.

Hideyoshi Toyotomi

From Regional Mode to National Mode

After completing a regional scenario, you can move on to the national scenario. Raise a stable of elite officers and take Japan for yourself!

rmoil!

Battle Controls

The Controller

For a single-player game, connect a DUALSHOCK®2 analog controller to controller port 1.

This game is compatible with the DUALSHOCK®2 analog controller.

L1 button

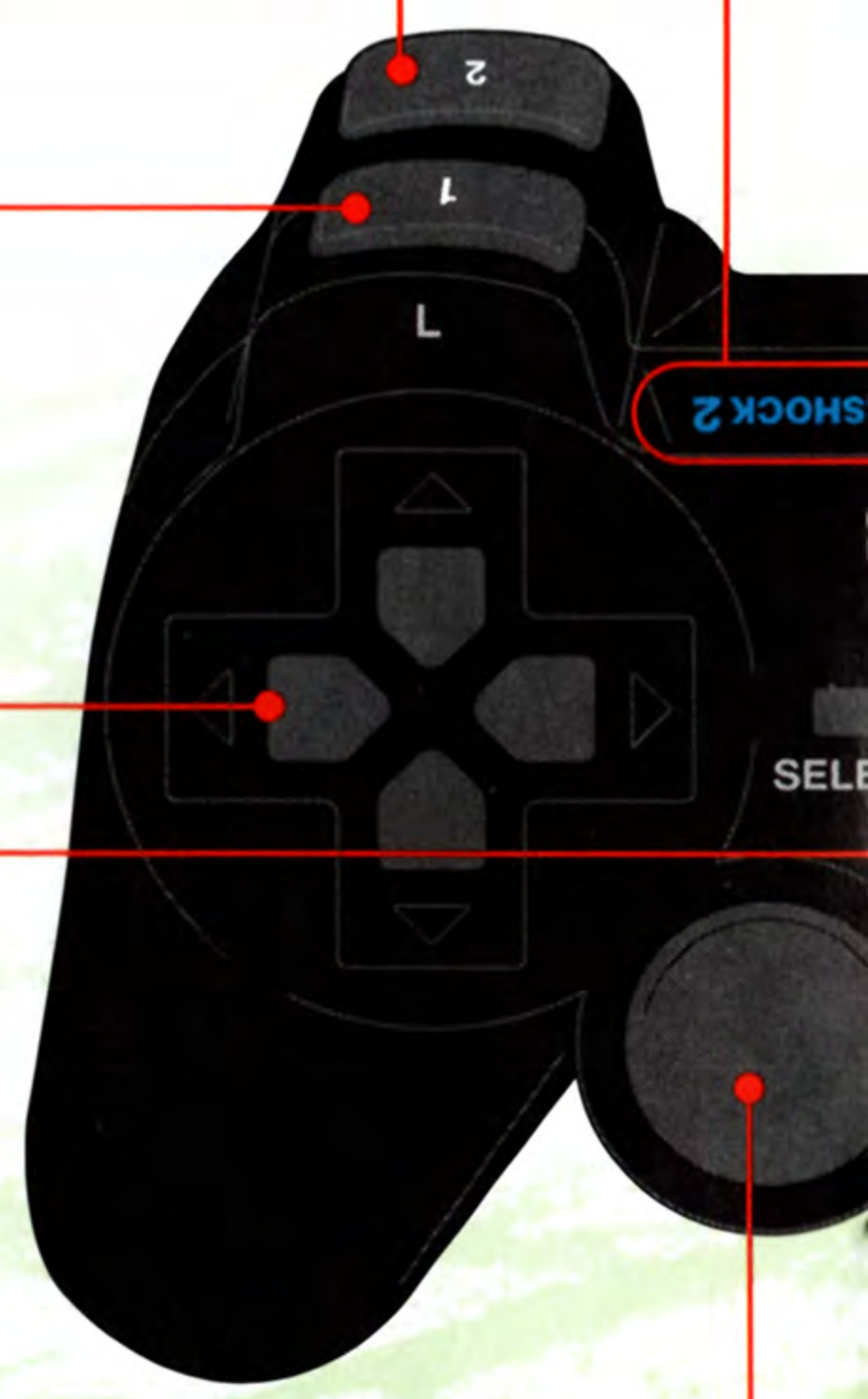
Guard / Strafe

Resets your viewpoint to behind your character and guards against frontal attacks. Hold down the L1 button and use the left analog stick to move while facing forward.

L2 button

Switch Maps (➡P.27)

Switch between the full map and a close-up.



Directional buttons

Army orders (➡P.29)

Issue orders to all allied officers.

- Up: All Attack
- Down: All Defend
- Left: All Gather
- Right: Auto

* You can also issue orders with the left analog stick by changing the controller configuration in the Options screen (a P.15).

START button

Pause / Display Info Screen

Skip event scenes

* This game is not compatible with the DUALSHOCK® analog controller or digital controller.
* Press the START and SELECT buttons simultaneously to return to the Main Menu from any mode.
* Turn vibration on and off in the Controller section of the Options menu (➡ P.15).

Left Analog Stick

Move

R1 button

Special stance ▶ Special attack (➡P.8)

Assume a stance to prepare for a special attack.
(+ ● Button: Special attack 1)
(+ ▲ Button: Special attack 2)

R2 button

Evade

Roll forward to dodge enemy attacks.

■ button

Normal Attack

Can be chained and used while in midair.
Press the ● button while running for a Dash attack.

▲ button

Charge Attack (➡P.8)

A stronger attack move. Use after a normal attack to unleash other moves. Combine with a jump to strike enemies on the ground below.

● button

Musou Attack (➡P.9)

Attack with a powerful Musou move. You must have at least one unit in your Musou Gauge.

✕ button

Jump / Mount / Dismount

Press to jump. When near a horse, press to get on; when riding, press to dismount.

*When playing as Kotaro Fuma, Hanzo Hattori, Nene, or any officer with the "2x Jump" skill, press the ✕ button in midair to double jump.

LED Indicator

Will always show red to indicate Analog Mode.

Right Analog Stick

Rotate camera angle.

Charge Attacks

Attack with a powerful move unique to each officer. Add it to a regular attack move to unleash a variety of charged combo attacks.

* You can view available charge attacks by checking your character's Move List (➡ P.25) from the Equipment menu, on the Info screen before combat or when combat is paused.

Special Moves

Launch a special move unique to each officer. To use, hold down the R1 button to take your special stance, then press the □ or △ button.

◆ Examples

Special Move 1 (R1 + □ button)		Special Move 2 (R1 + △ button)	
Kotaro Fuma Snatch up an enemy and throw him aside.		**Yoshihiro Shimazu** Touch enemies to send them flying.	
Mitsunari Ishida Place a mine. (Set it off with Special Move 2.)		**Ginchiyo Tachibana** Strengthen weapon-based attacks.	
Ieyasu Tokugawa Launch a cannon attack.		**Kanetsugu Naoe** Create a barrier that slows down enemy movement.	

Musou Attacks

Attack with a powerful Musou move. You must have at least one unit in your Musou Gauge.

When a high-level officer's Musou gauge has more than two units, his or her Musou level (➡ P.26) is raised, adding assorted effects to the attack.

True Musou Attack

Unleashed when your remaining life is low (red). The fire element (➡ P.35) is added to the attack.

Multi-Musou Attack

Available when an officer with whom you have high friendship (➡ P.19, P.35) is nearby.
Multi-Musou attacks can involve up to four officers; the attack power increases with each additional officer. A dual attack will have the Light element, a trio attack will have the Ice element, and a four-person attack will have the Wind element (➡ P.35).
If the characters are siblings, married, or related by parentage, or if one of your clan guardians (➡ P.32) is involved, extra effects will also be applied.

* The attack is ready to launch when characters are connected by a lightning bolt. The lightning will be red for two, blue for three, and yellow for a four-person attack.
* Launching Multi-Musou attacks can unlock new battlefield tactics (➡ P.25).

In These Situations...

◆ Fainted and Immobile

When you've lost consciousness and are immobile, rapidly press the L1 / R1 and ○/△/□/✕ buttons to accelerate recovery.

◆ Deadlocked!

When you're thrown into a deadlock, press the □ button rapidly. If you win, your opponent will be wide open for attack, but if you lose, your Musou Gauge will be entirely depleted.

New Game

Beginning a Game

1. Place the disc in the PlayStation®2 console and insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

2. Press START during the opening sequence or on the title screen to bring up the main menu.

* You must have a memory card (8MB) (for PlayStation®2) with at least 678KB of free space to save game data.

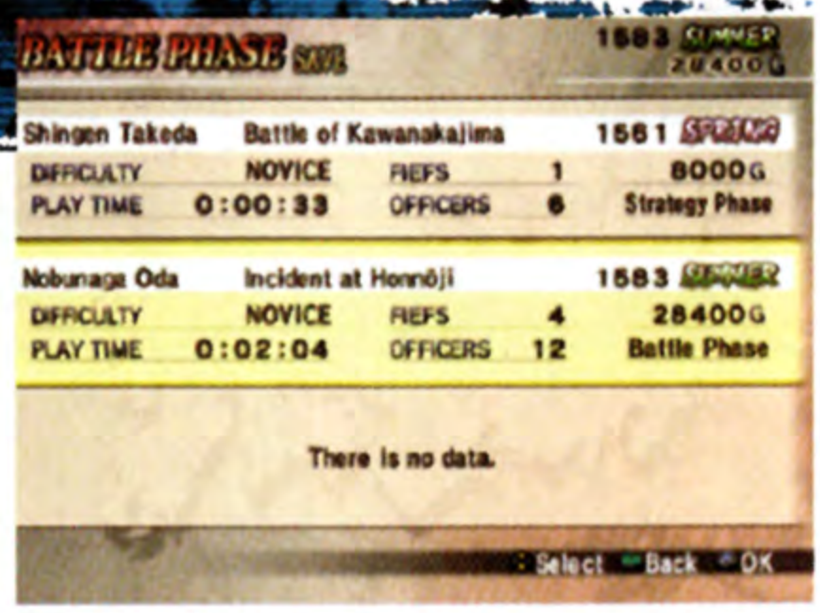
Main Menu

Select the mode you wish to play.

Empire Mode (➡P.12)	Choose a clan and battle to unite Japan.
Free Mode (➡P.13)	Play on the battlefield of your choice to power up game characters.
Archives (➡P.13)	View artwork and character models, listen to character voices, and check weapons and other items.
New Officer (➡P.14)	Create a custom-made original officer.
Options (➡P.15)	Set your preferred method of play.

* Empire and Free modes can be played by two players. When organizing officers (➡ P.24), player 2 can join in by pressing START when "2P PRESS START" is displayed.

Saving



Save data from your current game. You can select this from the Strategy or Battle screens in Empire Mode (➡ P.24). Three slots are available.

* Saving also stores any enhanced officers or weapons you may have. You can include these enhancements when starting a new game by selecting “Apply” under the “Growth” setting on the initial settings screen.

Saving during Combat

Press the START Button during combat to bring up the Info Screen (➡ P.30). Select “Interim Save," then “Save” to store your progress. You may continue the battle after saving.

Loading

To load, choose Empire or Free Mode in the main menu, then select “Load Game." You may also select a save slot when loading an Empire Mode game.

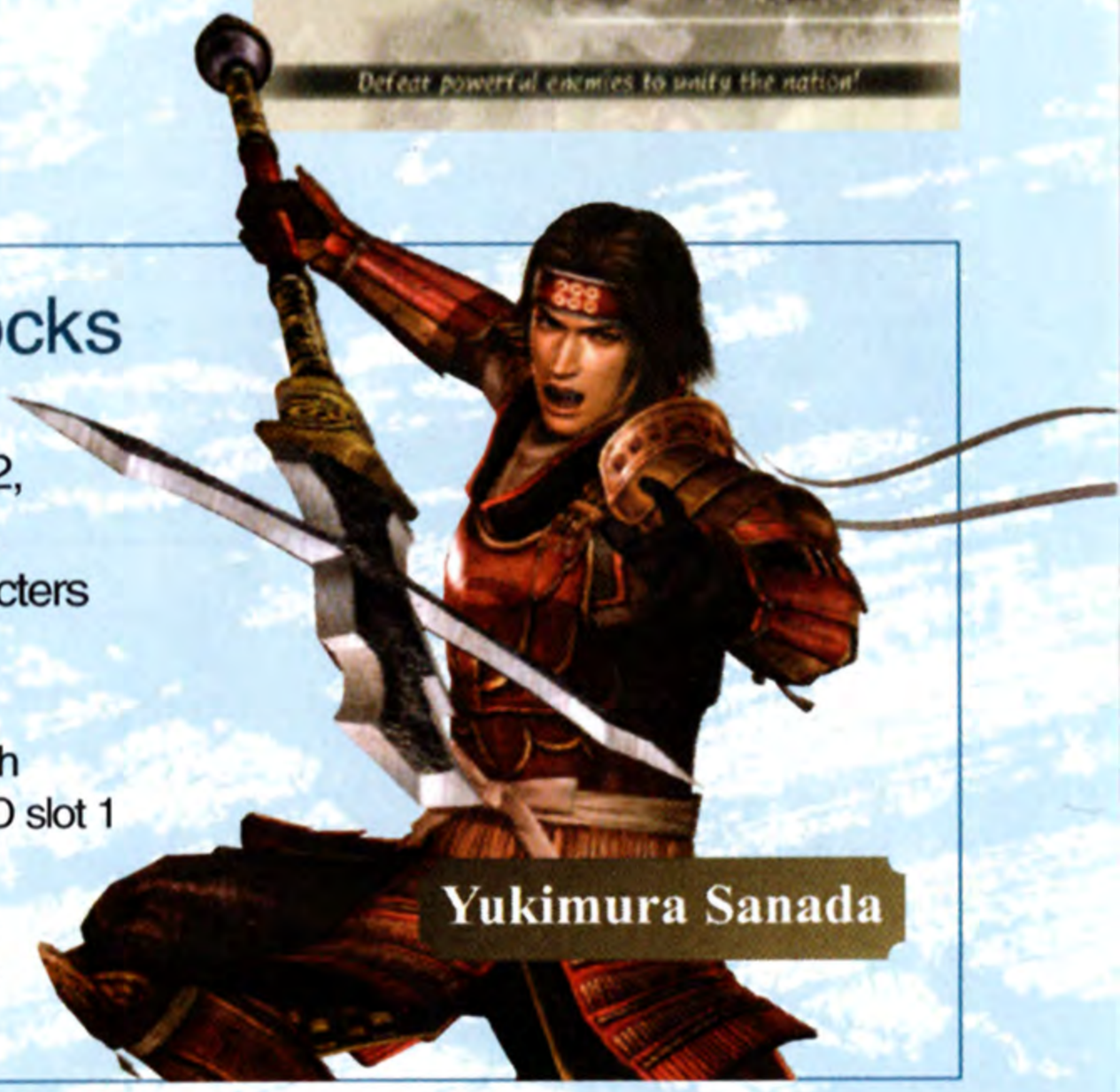
Samurai Warriors®2 unlocks extra bonuses!

If you have a save file from Samurai Warriors 2, you can use it to unlock new Archives artwork and make the main Samurai Warriors 2 characters available from the outset.

*** Accessing bonus content**

Insert a memory card (8MB) (for PlayStation®2) with Samurai Warriors 2 save data into MEMORY CARD slot 1 and start the game.

* You cannot access these bonuses if you have already created Samurai Warriors 2 Empires save data.



Empire Mode

Use a mixture of strategy and warfare to expand your territory and unite Japan.

Victory Conditions	Defeat Conditions
Conquer every fief with your own clan, or with help from other clans subordinate to your own.	Lose your appointed lord's home fief. Lose the officers serving under your lord. Fail to unite Japan before time runs out.

* If you meet all victory conditions in a regional scenario before the year 1600, you can choose to continue on to a unification scenario.

Starting Empire Mode

1. Choose a scenario.

* "Divided Land" is a hypothetical scenario that lets you place unlocked officers (and player-created new officers) anywhere on the map. All characters except new officers will be given a random set of battle skills.

2. Select your game difficulty.

3. Select your game settings.

◆ Settings

Growth	Choose "Apply" to apply character growth attained previously in Empire or Free Mode. Choose "Default" to start with all characters at default values.
Time Limit*	Choose "On" and the game will end after 200 turns. Choose "Off" and the game ends when the in-game calendar reaches the year 2000.
New Officers	Choose "Yes" to introduce new officers, unaligned with any new or previously existing clan, into the game. Choose "No" to keep them out of the game.
Annex	Ruler: Conquering a fief while its lord is present will win you all of that lord's territory. Isolate: You must isolate a fief while it's lord is present (no adjacent fiefs owned by the same lord) before conquering it to win all of that lord's territory. None: Every fief in the game must be conquered individually.
Officer Limit	Select the maximum number of officers you can hire.
Officer Death*	Choose "Yes," and officers may die of old age or after battles. Choose "No," and they will die only after special events.

* Options marked with stars can only be accessed after clearing certain requirements in Empire Mode.

4. Choose your clan and start the game.

* You can create a new clan (➡ P.13) by selecting any fief in which a lord is not present and emptying it by pressing the ● button.

For more information on Empire Mode, refer to Empire Mode: Strategy (➡ P.16) or Empire Mode: Battle (➡ P.24).

Free Mode

Play in the battlefield of your choice. Choose to play the attacking or defending side, then select eight officers for each side. You will control the general assigned to the slot marked 1P.

* Officers can have up to 10,000 troops.
* You can use any tactic and formation you have unlocked while playing Empire Mode.
* Player 2 can join the game by pressing START when the "2P PRESS START" prompt is visible. Player 2 will control the general assigned to the slot marked 2P.
* All abilities and stats earned in Free Mode can be used in Empire Mode.

Archives

Browse character models, voice samples, and more.

Mitsuhide Akechi

Creating a New Clan in Empire Mode

When choosing a clan in Empire Mode, select any fief in which a lord is not present and press the ▣ button to empty it and create a new clan.

Unlocked officers are marked with a star.

◆ Raising the number of available officers

Save your Empire Mode games whenever you want to save the officers you've unlocked. These officers can be selected in your next game, as long as they are alive and not assigned to another lord. You can also select New Officers (➡ P.14).

Unlocked officers and New Officers can be selected for use in Free Mode or the "Divided Land" scenario, too.

New Officer

This mode lets you create a new, original character.
New Officers can be used in Empire Mode by setting “New Officers” to “Yes” in the settings screen. They can also be aligned with new clans (➡ P.13).

Creating

1. Choose a New Officer slot
You can create up to 15 New Officers total.
After you’ve finalized a New Officer, you may still change some settings by selecting him or her from this menu.

2. Enter name

3. Adjust settings

NEW OFFICER NAME
Given KOEI
Family 001
OK
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 + - =
OK ! ? $ / ( ) < > . , ' _
Move Cursor
Select
Delete
OK

Model	The voice, animation, and skills you can choose change depending on the model selected.
Animation	Animation dictates the New Officer’s weapon and special/personal skills.
Special Moves	These are set automatically to match the selected animation.
Voice	Select from four styles of voice for each gender.
Self Skill	Select one skill that is specific to this New Officer.
Ability Type	Select starting stats and growth type.
War Ability	Select this New Officer’s War Ability (➡ P.30).
Crest	Select the crest displayed on the map if this New Officer becomes a lord.
Musou Symbol	Select the Japanese word that is displayed when executing a Musou Attack.

* You can choose your own special skills if your animation is set to sword, spear, or naginata.

4. End
Choose “OK” to finish creating your New Officer.
It will be stored with your data on your next save.

Options

Customize the game experience to your preferences.

Settings	Display	Map	Zoom control when within a structure during combat (Auto / Manual)
		Enemy Life	Display enemy life gauges (On / Off)
		Movie Subtitles	Display subtitles (On / Off)
		Screen Adjust	Adjust the position of the screen display
	Controller	Orders	Army order controls (Directional Buttons / Left Analog Stick)
		Inverse Camera	Reverse directions of camera control (On / Off)
		Vibration	Activate/Deactivate controller vibration function (On / Off)
		Button Settings	Set the functions of the controller buttons
	Sound	System	Select sound output (Dolby® Digital Pro Logic® II / Dolby® Pro Logic® II / Stereo / Monaural)
		BGM	Set the music volume (16 levels)
		Effects	Set the volume of the sound effects (16 levels)
		Voice	Set the volume of the dialogue (16 levels)
		Music Style	Select Samurai Warriors or Samurai Warriors 2 background music (SW2 / SW)
		Sound Test	Listen to the game's music
Officer Reset			Reset the stats and exp of all officers to zero
Save / Load			Save or load your options and other game data

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console configuration Menu.

Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

Setting up Dolby® Pro Logic® II

If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "autodetect" feature.

Empire Mode
- Strategy -

Playing The Political Game

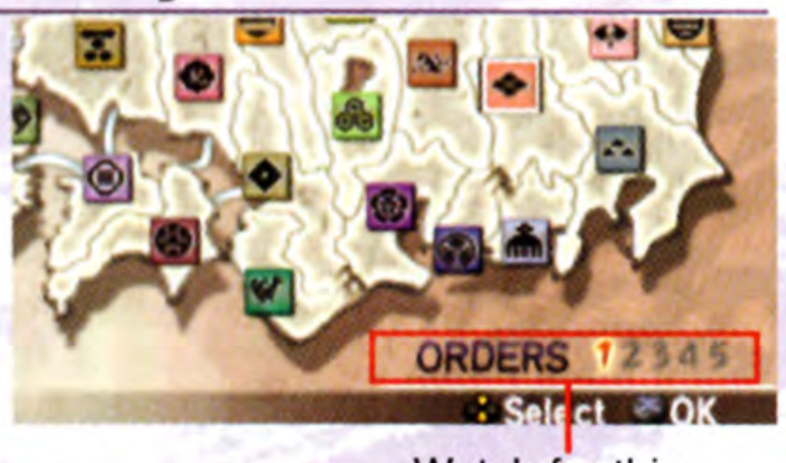
The Strategy screen is displayed when a new turn begins. This screen lets you enact policies, stock battlefield tactics, station officers, and prepare for battle. Once you've issued your commands, select Proceed to move to the Battle screen.

Strategy Commands

Consult	Enact policies and tactics suggested by clan officers (generals and lord).
Delegate	Select an officer to enact policy on your behalf. He or she will enact as many policies as the number of orders you have remaining.
Decree	Choose a single policy of your own and enact it.
Tactics	Choose a single tactic of your own and enact (store) it.
Formation	Choose a single formation of your own and enact (store) it.
Station	Change the position of your territory's officers.
Info	View assorted information (➡ P.18).
Save	Save your progress in Empire Mode. You can have up to three saved games.

Remaining Commands and Money

You can choose Consult, Decree, Tactics, and Formation as many times as there are orders available in a single turn. You can execute more orders as your territory grows. At the start, it's best to use Consult to enact two policies with a single order. Most policies require money to enact. Your money increases with each turn; the exact amount depends on your wealth and rank (➡ P.18).



Watch for this

Watch for Availability

At the start of the game, some special policies cannot be chosen in Decree, Tactics, or Formation. However, they will become available once enacted via Consult or Delegate. If a previously unexecuted policy is suggested in Consult, it will be marked with the word "Available."

The "Available" tag

Choosing a Policy

There are many options available to you in policymaking. Always try to take up the best policy for your current situation.

First, check your info

Before enacting a policy, select Info to check the status of clans, including your clan and adjacent clans. Make sure to compare officers and troop strengths before selecting the next fief to invade (➡ P.18).

How should I start?

Even at the very beginning, you should have enough troops to immediately prepare for battle. The best strategy here is to obtain tactics and formations, then forge alliances (➡ P.20). If you're short on officers, search for more personnel first (➡ P.21).

What should I do after battle?

After a battle, your troops will be depleted, but you'll have more slots available to hire officers.
You'll have a greater advantage with more officers and troops, so bring on more officers and restore your forces (➡ P.21).

Experiment With Your Policies

If you're short on gold, use Domestic to get extra income or raise your harvest. Training policies can be used to raise your officers' stats without battle. You can also use Armaments to strengthen your weapons, or Plots to weaken your enemy's forces...Try out all your policies and see what happens.

Information

Select Info to view a variety of information about your clan and opposing clans. This function does not require an order to execute.

Force Information

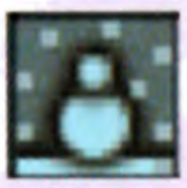
Rank	Your lord's rank.
Home	The fief where your lord is located.
Officers	The current and maximum number of hired officers.
Troops	The total number of troops under your allied officers.
Fiefs	The number of fiefs under your control.
Culture	How far your culture has advanced.
Sword Lv. Spear Lv. Special Lv.	The smith level and points for each weapon type. Your smith level defines the maximum strength of the weapons you can equip in battle. Enact a Smith policy to raise your smith points; when they reach 100, you will gain a smith level. (Max: 5)

Fief Information

Harvest	This level will determine your seasonal income.
Defense	High defense makes it harder to lose in auto-battles and increases the number of redeployments in a defensive battle. Use Armaments policies to raise this.
Ronin	The number of ronin (unaligned officers) in this fief. Use a Personnel policy to hire them.
Special	The special traits of that fief. These traits may allow you to enact certain new policies (➡ P.33).
Disaster / Plenty	Events (disasters or plentiful crops) currently affecting the fief (➡ P.32).

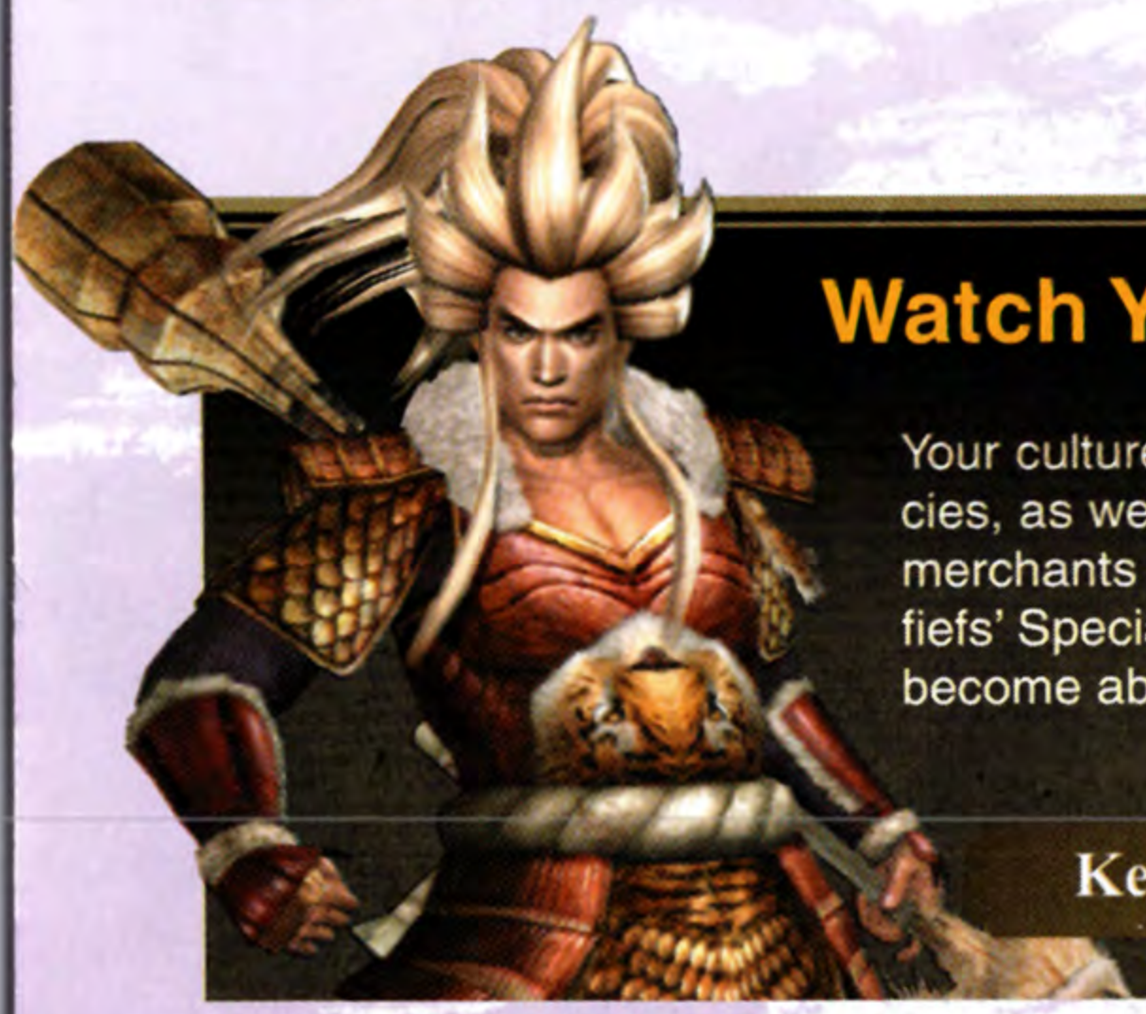
Earthquake

Typhoon


Blizzard

Plague

Plenty



Watch Your Culture Level

Your culture level is raised via the Training, Smith or Trade policies, as well as special events like a new rank or trade with merchants or foreigners. As culture rises, the skills noted as fiefs' Specials rise in level, new policies are unlocked, and you become able to freely position officers before battle.

Keiji Maeda

Officer Information

Weapon Type	The type of weapon the officer wields. Sword / Spear / Special
Friendship	Your friendship with this officer (➡ P.9, 33) High ◀ Normal ▶ Low
Title	The officer's given title (➡ P.32) Strategist / Guardian / 1000 KOs
Level	Goes up after earning experience in battle. Higher levels lead to new abilities, actions, skills, officer models, and more troops. (Max: 20)
Troops	The officer's current and maximum number of troops.
War Ability	Skills automatically used in battle. (➡ P.30) Defend / Speed / Rally / Taunt

* Officers with stars by their names can be assigned when creating new clans (➡ P.13).

Weapon Information

Element	The element of the weapon (➡ P.35). You can earn new elements as post-battle spoils (➡ P.31).
Upgrades	These can be earned as post-battle spoils (➡ P.31). (Max: 8)

Other Information

The Info command also lets you view the following information:

◆ Mounts

Displays the level and abilities of your horses (➡ P.33).

◆ Active / Tactics / Formations

Displays the effects of the policies available in battle during the current turn (Request, Invite Attack, etc) and your currently stocked tactics and formations.

◆ Alliances

Displays your allied clans and the remaining length of the alliance.
Choose a clan from the map to display the clans it is allied with.

* "Superior" and "Inferior" alliances are formed by the Threaten policy. They have no time limit (➡ P.20).

Preparing for Battle

Being prepared for battle at any moment will be key to your success.
If you have enough officers and troops at hand, store up some tactics and formations and forge alliances with opponents you'd prefer to avoid fighting. If you lack officers or troops, concentrate on boosting those instead.

Storing Tactics and Formations

Tactics and formations (➡ P.36) grant you various useful abilities that make your battles run more smoothly. You may stock up to five of each. Only two tactics can be used in a single battle, but all five formations can be used at will.

* Tactics and formations are both "special policies". Use the Consult command to increase the number of each at your disposal.
* Each stocked tactic and formation can only be used once.

Have at least two tactics prepared at all times, and you'll always be ready for battle.

Forging Alliances

An alliance not only reduces the danger of being invaded, but also allows you access to reinforcements via the Request command.

STRATEGY PHASE
1561 SPRING
Uesugi Clan
REMAINING 4 Turns
You have formed an alliance with the Uesugi clan for one year (four turns).

Don't want to fight a clan yet? Then forge an alliance as quickly as possible.

◆ Alliances by Force

If you succeed with the Negotiate policy Threaten, you will form a superior alliance with that clan. Subjugating clans like this allows you to unite Japan without destroying them (➡ P.12) and invade other clans' fiefs from the inferior clan's ruling fiefs (➡ P.24). There is no time limit to a superior alliance.

Hiring Officers

A lack of officers is a critical disadvantage in both offense and defense. If you have extra recruitment slots available, use Personnel policies to hire more officers.

If you have extra recruitment slots, fill them up with new officers.

◆ Number of Officers

The number of recruitment slots depends on the number of fiefs in your control. If you have a single fief, the max is three officers; this number increases as you conquer more fiefs (two per fief, if "Officer Limit" is set to "Normal").

* You can check the number of slots available by selecting your own clan in Forces, via the Info command.
* Lords, main Samurai Warriors 2 characters, and New Officers must be hired as generals. If the general slots are already full, you will need to release other officers or demote lesser officers to lieutenant.
* The number of officers you can employ will not decrease if you are invaded and lose fiefs in battle.

Replenishing Troops

The troops at your officers' disposal are vital in deciding the fate of each battle. Your forces will be depleted after a fight, so enact a Troops policy to replenish them.

Always replenish your troops after the end of battle.

◆ Maximum force

The maximum number of troops that officers can control depends on their class. You can replenish an officer's troops as soon as his or her class is raised (for example, via Training (➡ P.23)).

A Growing Nation

Once you have several fiefs under your belt, you'll need to pay close attention to how you position your officers. You'll also want to use your increased orders and gold to train your officers and raise your fiefs' harvests and defense.

Positioning Officers

Use Station to relocate an officer on the map. This command does not require an order to execute.

◆ Generals and Lieutenants

A single fief can hold up to 3 generals and 3 lieutenants.
Generals can suggest new policies via the Consult command. You always control generals in battle.

* Lords, main Samurai Warriors 2 characters, and New Officers (➡ P.14) must always be generals.

◆ Officer Availability

Officers must be in or next to a disputed fief in order to participate in the battle's main force. They can also join if the only land between them and the disputed fief is owned by the inferior force of a superior alliance. Up to three generals and three lieutenants can join a battle. One more general and lieutenant can join the fight midway as reinforcements.

Set up your officers so you'll have as many as possible at your disposal for the upcoming battle.

◆ How to Position Officers

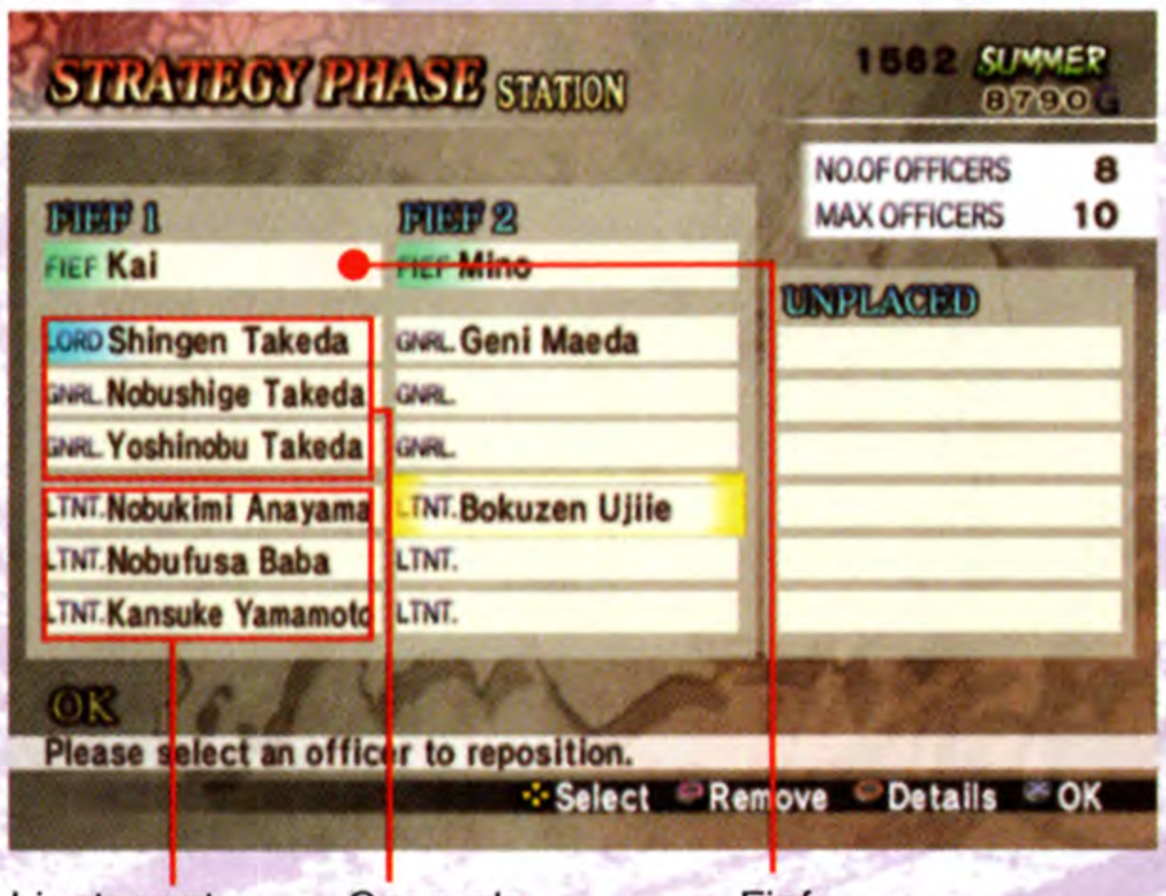
1. Select the fief which contains the officer you wish to move (Fief 1).

2. Select the space marked Fief 2, followed by the fief you wish to move the officer to.

3. Select the officer you wish to move.

4. Select a general or lieutenant space in Fief 2.

5. Select OK to complete the process.

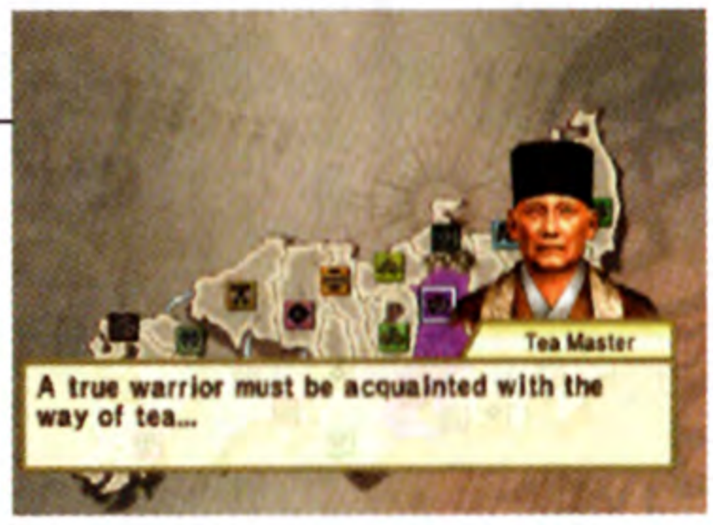


* If there is already an officer in the space you chose, the two officers will switch positions.
* If you move an officer to an "Unplaced" space and select OK, you will relieve the officer from duty.

Educating Officers

Officers' levels determine their abilities and the number of troops they can command. Level is raised mainly by fighting in battle, but can also go up via Training policies. Training policies also raise officer skills and abilities.

* Training is available only after a certain level of culture (➡ P.18) is attained.



Work on raising your lowest-level officers first.

◆ Training Types

Tea Ceremony	Raises officers' Life, Musou, and Dexterity. Also unlocks new skills.
Debate	Raises officers' Defense, Speed, and Luck. Also unlocks new skills.
Duel	Raises officers' Attack, Ride, and Luck. Also unlocks new skills.

Harvest and Defense

When you have acquired more orders per turn, try to raise your fiefs' harvests and defense.
Harvest (raised via Cultivate and other Domestic policies) raises your seasonal income. Defense (raised via Fortify and other Armaments policies) makes your fiefs stronger in defensive auto-battles. It also increases the number of redeployments (➡ P.34) and strengthens soldiers who defend bases.

You need to raise your Harvest to get more income.

From Regional to National

If you manage to complete a regional scenario before the year 1600, you will have the option to advance to the full national unification scenario.
If you unify a region other than Chubu, the number of officers you can employ will decrease in the national scenario. The game will automatically select which officers are dismissed if you have too many.

Empire Mode
- Battle -

Battle Phase

Once you finish the Strategy Phase and select Proceed, you will enter the Battle Phase. This is where you choose the type and location of your battles.

Battle Type/Location

You may participate in only one battle per turn.

* Select Proceed to continue without waging a battle.

Invade	Invade a neighboring clan's fief. You will take over the fief if you win.
Defend	Defend a fief from enemy invasion. If you do not join the battle, it will be fought automatically and the victor will be decided by troop strength and the fief's defenses. Lose, and the fief will be taken over.
Joint Attack / Help Ally	Send a single officer to an allied clan's offensive or defensive battle as reinforcement. Can be chosen only when an allied clan requests support. Win, and you will receive gold as compensation.

* You can also invade fiefs bordered by areas owned by inferior clans (➡ P.20).

Select Officers

After choosing your battle type and location, you will need to organize your participating officers. Only officers in or adjacent to the disputed fief can join. Up to 3 generals and 3 lieutenants can participate, plus an extra general and lieutenant can be selected as reinforcements. You will control the commander of the main force, marked as 1P.

* Staging an invasion costs gold based on the officers' troop strength.
* Reinforcements will join the battle sometime after it begins.

The officer you control gains experience more easily than other officers.

Before Combat

After organizing your officers, you will be taken to the Info Screen. Select "Fight" to begin combat.

Allies Enemy Player

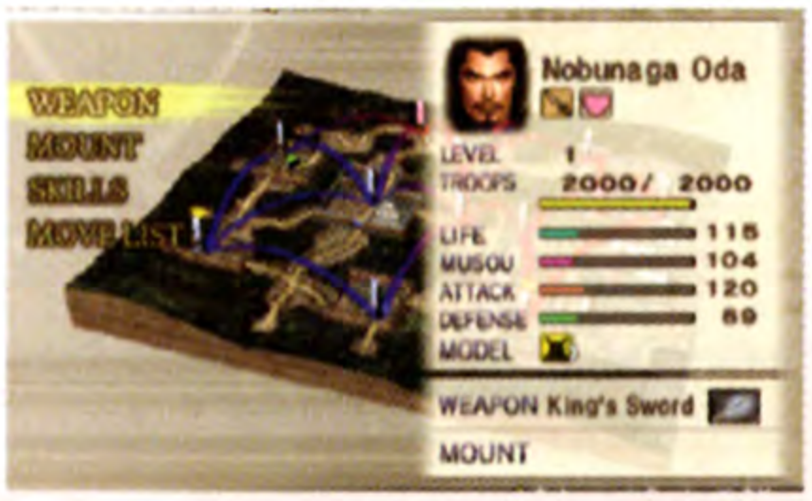
◆ Battle Map Legend

Allied Main Camp	Allied Base	Allied Territory
Enemy Main Camp	Enemy Base	Enemy Territory
	Neutral Base	

◆ Equipment

Choose Equipment to view your officer's attacks and equip weapons, horses, and skills.

* You can select more weapons when you have a smith level of 2 or 3 (➡ P.18).



◆ Tactics

If you have tactics stocked up, you can select two for use in battle (➡ P.20). Special tactics can be used at any point during battle. To use them, select Tactics from the Info Screen when combat is paused (➡ P.30). All other tactics automatically take effect at the start of battle.

* Only one Units tactic can be set at a time (except for Sorority).
* Conflicting tactics (e.g. Equal Start and Neutral Start) cannot be used simultaneously.

◆ Formations

If you have formations, you can select one here.
Formations raise the abilities of your allied force. Their effect may be blunted, however, if your enemy uses a formation of equal or greater strength.

* Formations are effective for five minutes. If the number of allied officers in the battle reaches two or below, the formation will fall apart, nullifying its effect.
* If you have unused formations and enough formation points (Pts.), you can change formations in the Info Screen (➡ P.30).

◆ Officers (Place)

This lets you view info on your officers. Once your clan reaches a certain culture level (➡ P.18), you will also be able to reposition officers.

* To reposition an officer, select him or her, followed by a base for that officer to start at.
* Some battlefields do not allow you to reposition officers.

◆ Options

Select OK after changing your options to apply them to the game.

Map	Set map enlargement when within a battlefield structure. Auto: Map switches to full battlefield when messages appear. Manual: Map does not switch.
Battle Music	Change the music played during battle.

Combat Screen

Press the START Button to switch to the Info Screen (➡ P.30).

Army Order Mark

Displays your chosen order (➡ P.29).

⬆(Up) All Attack ⬅(Left) All Gather
⬇(Up) All Defend ➡(Right) Auto

Ability Mark

Flashes when you have been powered up by an item or level up.

- Musou Gauge MAX
- Speed MAX
- 2x Defense
- 2x Attack

EXP Gauge

Increases as you defeat enemies. When filled, your level goes up by one and the gauge is reset.

Musou Level

The current level of Musou attack you can use.

Horse Gauge

Only displayed when mounted. When it reaches zero, you will fall off your horse.

Life Gauge

Your character's remaining life. When you are hit, it goes down and changes in color. When it falls to zero, you are defeated.

Enemy Life Gauge

The enemy officer's remaining life. An officer's max life changes based on the strength of both forces.

Musou Gauge

There are three levels to this gauge. The power of Musou attack increases with each level (➡ P.9).

No Entry Signs

No Entry on Foot

No Mounted Entry

Battle Status

Formation Points
Used to change formations (➡ P.30). Increases with time and defeated enemies.

Force Strength
The strength of both forces (blue: allies, red: enemy). The length of the bar corresponds to the force's strength.

Base Information
The number of base captains and officers at the base. Defeat all base captains and officers at an enemy base to conquer the base.

Redeployments
The number of times a defeated officer can return to battle (➡ P.34).

Formation Effect
A formation is in effect when this turns yellow.

Remaining Time
If this runs out the defensive side wins.

Map

Press the L2 button to switch views.

- Enemy
- Allies
- Player
- Horse
- Morale Up
- Morale Down

(Marker colors: Blue: allies, Red: enemy)

Combo

The number of hits in the current attack combo.

KOs

The number of defeated enemies. With the Cutthroat skill, your life will be refilled for every 100 KOs.

Double Jump Mark

Hanzo Hattori, Kotaro Fuma, Nene, and any officer with the "2x Jump" skill can do a double jump.

Two-Player Game Screen

The screen is split in half in a two-player game.

Waging War

In combat, your job is to command your forces, take the enemy's bases one by one, and meet the predefined victory conditions.

Conditions

To conquer the enemy's main camp, you will need an unbroken chain of allied bases from your main camp to theirs. If time runs out, the defending side is the winner.

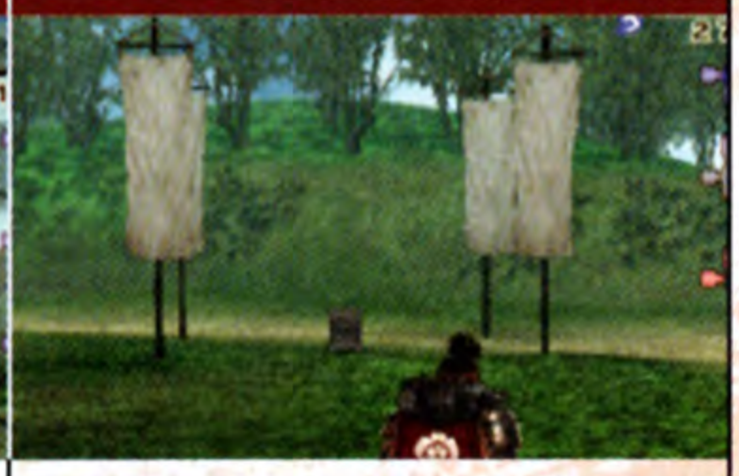
Victory Conditions	Defeat Conditions
Conquer the enemy's main camp. Defeat the enemy commander (lord).	The enemy conquers your main camp. Your officer is defeated.

* You can find out who the enemy's commander is in the Conditions section of the Info Screen.

Don't attack the enemy's main camp first! You'll never conquer it!

Conquering a Base

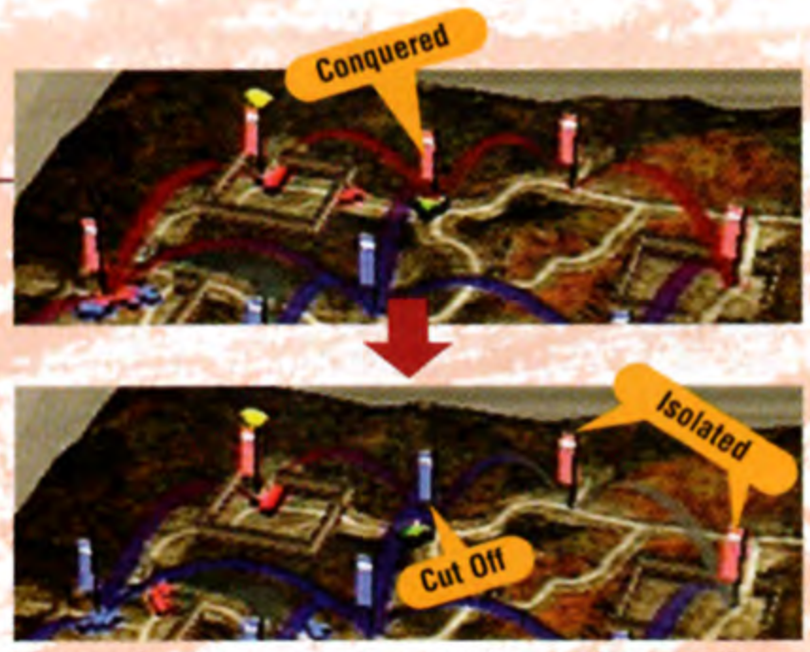
A base is conquered when all the captains and officers guarding the base are defeated by your allies. Conquering a base lowers your enemy's morale.

Allied Base	Enemy Base	Neutral Base
		
Items appear at regular intervals in the base's center.	Defeat all the base captains and officers guarding the base to conquer it.	A base unaligned with either side. Whoever reaches it first takes it.

Expand Your Territory

Your territory is the area connected between your main camp and satellite bases. Your forces' battle ability rises when in your own territory, but the same also applies to enemies in their territory.

The map's blue area is your territory; the red area is the enemy's.



If you isolate an enemy base by cutting it off from its connection to the main camp, it will be weakened.

Directing Allies

You can issue orders to non-player officers at any time. Without orders, the officers will act on their own volition. If you guide your forces well, you'll receive a command bonus at the end of the battle.

* You can also send orders to officers in alliance with your clan.

◆ Army Orders

Give the same order to all allied officers with the directional buttons.

All Attack (Up)	Attack the nearest base. Orders return to Auto (see below) after conquering.
All Defend (Down)	Defend the nearest base.
All Gather (Left)	Allied officers come to the player's position.
Auto (Right)	Let your officers make their own decisions.

◆ Personal Orders

Select Officers (Order) from the Info Screen (START Button) and choose the officer you wish to direct.

Attack Base	Try to conquer the targeted base. Orders return to Auto after completion.
Attack Officer	Try to defeat the targeted officer. Orders return to Auto after completion.
Defend Base	Defend the targeted base.
Defend Office	Guards the targeted officer.
Auto	Let the officer make his own decisions.

* If you set the targeted ally to your character in Defend Officer, the officer will fight alongside you.

Taking Command

First off, have your officers defend the frontline bases while you fight and turn the tide of battle to your side. After that, order all forces to attack and go on the offensive. If you have an officer with high friendship (➡ P.19), order that officer to guard your character and try to unleash some Multi-Musou attacks (➡ P.9). When you're ready to wrap up, regroup your forces and strike the final, overwhelming blow!

Info Screen

Press the START Button during battle to open the Info Screen.This screen lets you check your officers' positions and conquered bases. You can also issue personal orders (➡ P.29), use tactics, retreat, or save the battle in progress.

◆ Use Tactics

If you have a Special Tactic set up, select this to use it.

* Tactics outside of the "Special" category will automatically take effect when combat begins.

◆ Use Formation

If you have an unused formation and enough Formation Points (Pts.), you can change formations here.

* Every formation has a level and type, which is strong or weak against other types. A formation will take affect only if it is stronger than the enemy's formation (➡ P.36). Formations are effective for five minutes after selection.

◆ Retreat

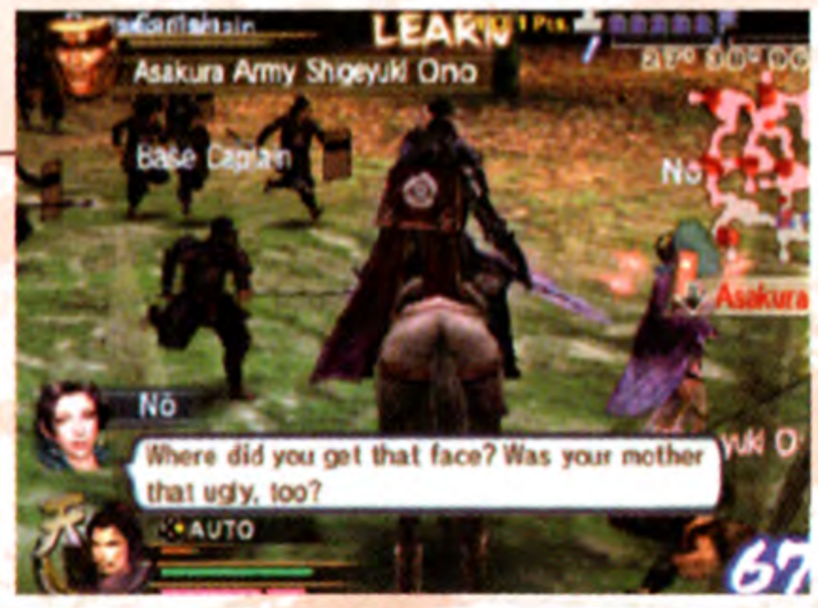
Retreat is equivalent to forfeiting the battle and is considered a loss. Your participating officers may also be captured by the enemy.

◆ Interim Save

Save the battle in progress. You can save up to three games.

War Ability

Every officer has a unique war ability. Computer-controlled officers will use these at their own discretion. You can view these abilities in the Officer Information section of the Info Screen.



Strategists (➡ P.32) have access to all War Abilities

◆ War Abilities

Defend	Raises the defense of the officer's unit.	Rally	Raises the attack power of the officer's unit.
Speed	Raises the speed of the officer's unit.	Tempt	Lures enemy officers toward you if successful.

End of Battle

After a battle, you'll view your character's earned experience and any new skills or moves earned during the battle.

Battle Grade

There are six ranks to a battle: Total Victory, Victory, Narrow Victory, Narrow Defeat, Defeat, and Utter Defeat. This is based on the ratio of allied/enemy losses and the amount of time used. You will also receive battle spoils based on your rank, defeated officers, and conquered bases.

Raising Your Officer

Your character will receive experience based on clear time, defeated officers, conquered bases, and the total bonus. You will get a grade (Star, A, B, C or D), and your class and basic stats will rise.

* Bonus points are awarded for using certain tactics, skills, and mounted abilities.

◆ Upgrading Weapons

You can enhance your weapon here. Choose a weapon effect from the battle spoils you earned, and move it to an effect space in your weapon.

◆ Results

If your side wins the battle, all allied officers will also gain experience. The points they receive are determined by the number of your losses and the command bonuses earned.

* Command bonuses are awarded for effective direction on the battlefield (➡ P.29).

Ranmaru Mori

Victory and Defeat

◆ When you win...

Win an invasion, and you'll be able to hire more officers, including any captured enemy officers. But, this requires money.

◆ When you lose...

After a loss, captured officers may be hired by the opposing side. If you lost a defensive effort, you will also lose the fief that was attacked.

Keys to Victory

Join us as we explore the depths of Samurai Warriors 2 Empires!

Strategy

Special Events

Events sometimes occur at the beginning of a turn.

◆ Types of Events

Earthquake	Drastically reduces defense.
Typhoon	Reduces harvest and defense.
Blizzard	Battles cannot be waged during a blizzard.
Plague	Reduces your troops but affects only one year.
Plenty	Increases income.

◆ Visitors

The occasional special visitor may also trigger events.

Imperial Envoy	Grants a rank, raising income.
Merchant	Use gold to trade with merchants.
Foreigner	Use gold to trade with foreigners.

◆ Rebellion

If there is a civilian rebellion in your territory, you must choose to resolve it with money or suppress it. Choosing to suppress it will throw you into battle. You will win the battle if you defeat a given number of enemies within the allocated time. Officers who successfully suppress rebellions will receive bountiful experience.

◆ Strategists and Guardians

In certain events, one of your officers may be named a strategist or guardian. Strategists may use any war ability during a battle (unless they are being controlled by you). If a guardian enters battle in the main force, the number of redeployments available is doubled. Multi-Musou attacks with guardians also give you an extra speed bonus.

* Different clans may have different names for guardians in events.
* You can check to see which officers are strategists or guardians in the Officers section of the Info command (➡ P.19).

Strengthening Weapons

Weapons can be strengthened by either upgrading them or raising their smith level.

◆ Upgrading Weapons

You may pick up extra weapon effects as battle spoils after a fight (➡ P.31). Put them in an effect space on your weapon, and they will take effect in the next battle.

◆ Raising Smith Levels

Use a Smith policy (e.g. Swordsmith) to raise your smith points. Every time you accrue 100 points, your smith level will rise (max: 5).

* When your smith level is 4 or above and you satisfy certain conditions, you may acquire a fourth-level weapon after the battle.

Good Policy, Bad Policy

Enact "good" policy that makes your people happy, and civilians will join your troops in defensive battles, raising your strength. Keep it up, and your "bad" policy choices will be replaced with high-level "good" policies (e.g. Benefaction).
Enact "bad" policy that makes your people suffer, and civilians will join the enemy in defensive battles. Keep it up, and your "good" policy choices will be replaced with high-level "bad" policies (e.g. Confiscation).

Officer Friendship

Your officers' friendship increases when you have them enact policies and send them out to battle. Friendly officers can join in Multi-Musou attacks during battle when they are nearby (➡ P.9).

Fief's Special Traits

You are able to enact some policies depending on the Special traits of the fiefs under your control (➡ P.18).

◆ Special Polices

Certain Traits can unlock Negotiation policies like Shop, Chinese Trade, Western Trade, and Request Rank; Domestic policies like Mine; and Armaments policies like Find Mount. The Shop lets you earn skills, recruit ronin, and buy and sell mounts. Mine, Chinese Trade, and Western Trade can earn you a fortune if you're lucky.

◆ Acquring and Raising Mounts

You can buy mounts at the Shop, but if you own a fief with a Horse Habitat, you can also capture them yourself.
You can raise your mounts' abilities by training them or putting them through battle.

* To ride a mount into battle, select one for your officer in the Equipment section of the Info screen before combat begins.
* A mount's level is maxed at 10.

◆ Special Traits and Tactics

Some Special traits let you execute certain tactics for less money. For example, conquer a fief with a "Gunsmith" trait, and you can stock the Musketeers tactic for half price.

◆ Clan Skills

Every fief has one Special trait that serves as a clan skill. These skills can be automatically equipped to all officers of the clan that owns the fief.

* Clan skills can also be earned in trade or interaction with merchants or foreigners.
* If a clan skill's level outclasses an officer's acquired level, it will be displayed in blue.

Battle

Officer Redeployment

Defeated enemy officers return to the battlefield after a certain time. An officer will not return if defeated when his or her troops are depleted, or redeployments fall to zero. You earn more redeployments by increasing the size of your force or by defending a fief with high defense. Also, if a guardian is the general of the force, your redeployment number is doubled.

Redeployments

Capturing Officers

In battle, you'll occasionally capture an enemy officer you've defeated. After the battle, you must choose whether or not to hire the officer.

* Gold is required to hire a captured officer. Some officers will never agree to join your side.

◆How to Capture an Officer

Defeat the officer when his or her troops are decimated. / Defeat the officer after isolating him or her in your territory. / Use the Capture tactic.

* You cannot capture officers from reinforcement forces.

Officers flashing red around their heads will always be captured if you defeat them.

Items Found in Battle

Items can appear after defeating officers and soldiers. They also show up regularly in the center squares of bases. You can refill your officer's life with items during battle. Refilling your life lowers your troop numbers, though, so be careful!

◆Healing

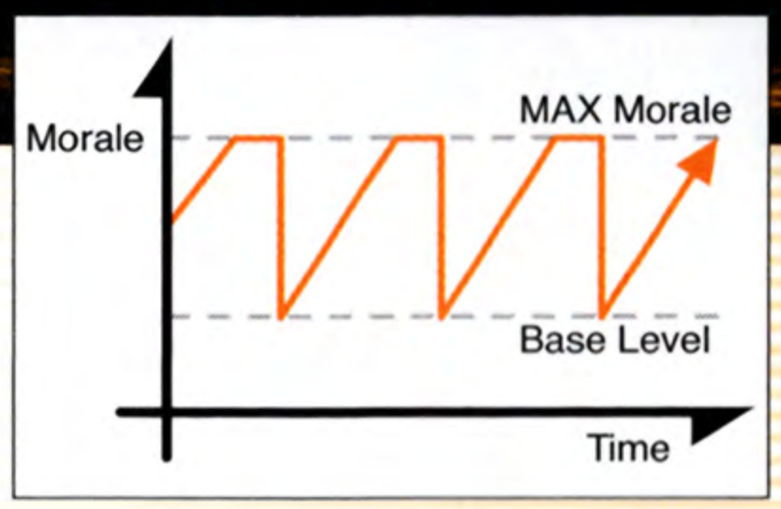
	Mini Rice Ball	Life +20		Dumplings	Life +50		Rice Tub	Life MAX
	Rice Ball	Life +100		Rice Balls	Life +200		Sake Cask	Life/Musou MAX
	Mini Musou Sake	Musou +20		Musou Sake	Musou +1 level			

◆Temporary Ability Boosters

	White Blade	Attack doubled		Bronze Mirror	Musou Gauge MAX
	Ancestral Armor	Defense doubled		Spirit Mirror	Musou Gauge MAX
	War Sandas	Speed doubled			

* The Bronze Mirror lasts five seconds; the Spirit Mirror lasts 10 seconds. All other items last 30 seconds.

Fluctuations in Morale



Officers with high morale will have better ability in battle with their forces. Morale goes up gradually once battle begins; after it hits maximum for a while, it drops back down to a "base level" before rising once more. This base level depends on the total size of your force.

◆ Morale Shifts

Morale Boost	Morale Hit
Whenever you pass 50 KOs, 100 KOs, etc.	An officer is defeated. / A base is taken. / You are fighting in enemy territory.

Elemental Attacks

If you have an elemental weapon equipped you can unleash elemental attacks when you pick up the Element or Ele-Charge skills. The skill level determines the level of the effect.

* Weapon elements can be acquired as battle spoils.

◆ The Five Elements

Fire	Wrap the enemy in flame for long-lasting damage.
Lightning	Shoot electricity and damage multiple enemies at once.
Ice	Freeze your opponent, temporarily immobilizing them.
Wind	Damages opponents even when they are guarding.
Demon	May defeat any non-officer enemy with one hit.

Acquiring Skills

Officers can pick up a variety of skills that will help them in battle. Earn them by raising officer levels, learning them from enemies in battle, buying them from the shop, or through Training policies.

* Personal Skills can only be earned by raising level.
* Training allows officers to earn clan skills (➡ P.33) or the skills of their opponents.
* Acquired skills can be deactivated in the Skills section of Equipment on the Info Screen.

◆ Learning Skills

It is possible to learn skills from officers you defeat in battle. You can see what skills you've learned when the battle is over.

◆ How to Learn Skills

Lower-level skills are easier to learn. / Defeat the officer quickly without getting hit. / Raise the level of your Prodigy skill to make it work more often.

Table of Formations

Formation	Level	Pts.	Effect	Suggested By...
Fish	Attack Lv. 1	60	Raises allies' attack power.	Satoie Gamo, Kagetsugu Amakasu
Goose	Attack Lv. 2	120	Raises allies' attack power.	Hidemasa Hori, Hideie Ukita
Arrow	Attack Lv. 3	180	Raises allies' attack power.	Tadakatsu Honda, Katsuyori Takeda
Crane	Defense Lv. 1	60	Raises allies' defense; constantly refills life.	Ina, Hideyasu Togawa
Ring	Defense Lv. 2	120	Raises allies' defense; constantly refills life.	Mototada Torii, Rairen Shimozuma
Half Moon	Defense Lv. 3	180	Raises allies' defense; constantly refills life.	Nagamasa Asai, Yoshihiro Shimazu
Serpent	Speed Lv. 1	60	Raises allies' speed and morale recovery.	Yasumasa Sakakibara, Shigenari Kimura
Yoke	Speed Lv. 2	120	Raises allies' speed and morale recovery.	Naomasa Ii, Naotsune Endo
Wheel	Speed Lv. 3	180	Raises allies' speed and morale recovery.	Kenshin Uesugi, Kanetsugu Naoe

* Change formations by pressing the START Button to bring up the Info Screen and selecting Formations.

Use your formations!

Every formation has a level and type (➡ P.25). If two competing formations are the same level, attack wins over mobility, mobility wins over defense, and defense wins over attack. If your formation is inferior, you'll have a tough time in battle. If you're stuck without a suitable formation, attack the enemy's officers -- their formation will fall apart when they have only two left.

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